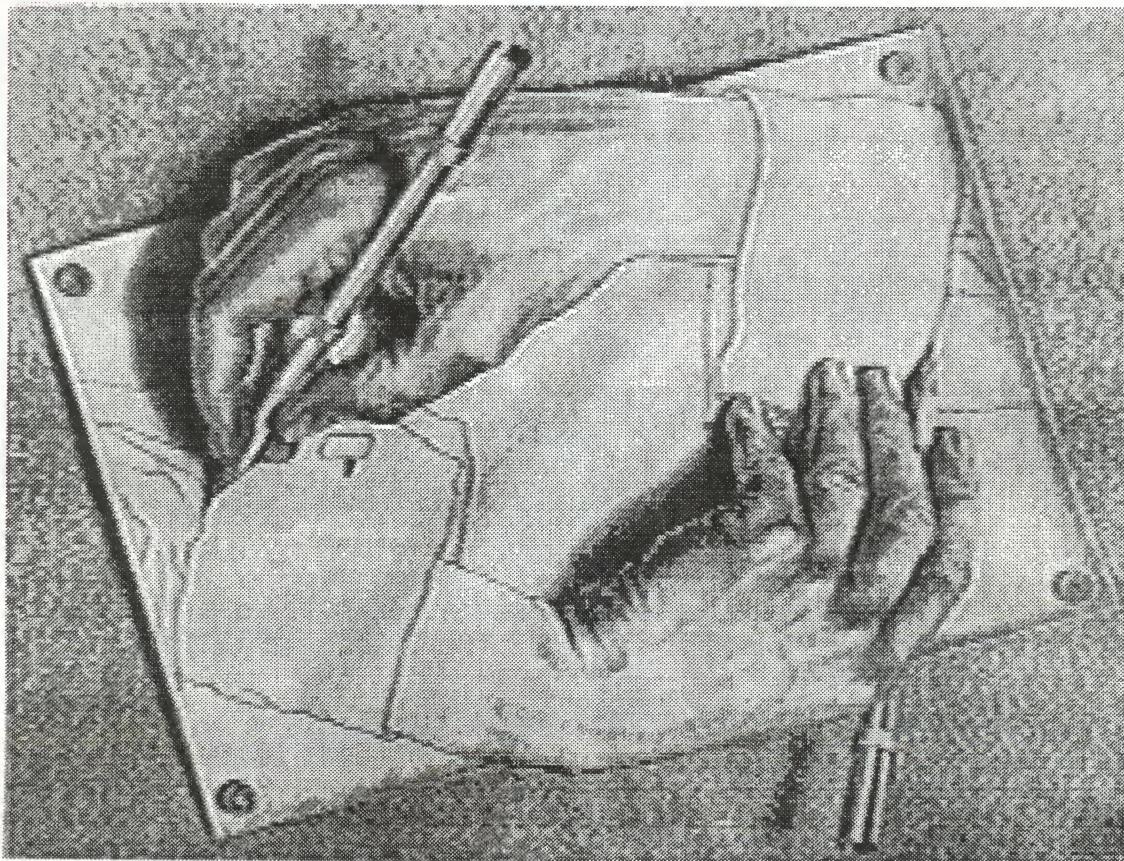


Catalina Commodore Computer Club, Inc.



Vol. 8, No. 6

June 1990

TUCSON, ARIZONA

JUNE		1990		SUNDAY			MONDAY		TUESDAY		WEDNESDAY		THURSDAY		FRIDAY		SATURDAY	
	GEMINI May 21-Jun. 21	No matter the Month you were born, its a good "SIGN" when you VOIT		69 CANCER Jun. 22-Jul. 22	1	2												
3	4	5 CCCC MEETING 7 PM - 9:30 PM ST. PETER & PAUL GRAMER HALL	6	7	8	9												
10	11	12 EXECUTIVE BOARD MEETING 7:30 PM AT Devon Gables 6150 E Grant	13	14	15	16												
17	18	19	20 NEWSLETTER PARTY 7 - PM ST. PETER & PAUL MADONNA HALL	21	22	23												
24	25	26	27	28	29	30												

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Paul Machula Julia Richardson

*Laser Printing by Tom Galloway & Warren Talbot**June Index*C-64/128 Section

Announcements	3	<u>Amiga Section</u>	
Eyey Bytey Nybbles	4	Amiga SIG Minutes	M. Taylor, CCCC A-1
Write On!	5	April Disk-of-the-Month	M. Taylор, CCCC A-2
Meeting Map	5	Help On Call!	(Advertisement) A-2
C64 BASIC Doodles	6	Bugs Run Amuck!	B. Joiner, La Jolla, CA A-3
MS-DOS Computing	7	Classified Ads	A-3
PC to PC Communications	8	Hottest News for June	A-3
Laser Age	8	Cover Story	A-3
D.J.'s Electronics	9	Amiga Developer's Syndrome	E. Anderson, San Diego A-4
Multicolor VS HiRes	10	GG GRaphics	(Advertisement) A-5
Treasurer's Report	11	Amiga MailBag	L. Joiner, CCCC A-5
Tony the Printer	12	Publish It!	M. Taylor, CCCC A-6

J
u
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*Congratulations
From The Membership
On Your
Golden Wedding
Anniversary
Genevieve and Elbridge Morrill
8 June 1990*

**Elections!!!
Elections!!!
Elections!!!**

**If you cannot
attend the
Meeting, send in
your ballot
immediately!**

**When you come into the
Meeting on Tuesday,
bring your ballot.**

EYTEY BYTEY NYBBLES

by Ted Seitz, CCCC

Tom D'Angelo solved my problem: how to LOAD a directory into the '64 version 2.03 of The Write Stuff ("Nybbles & Bytes," April, 1990). However, he may not have given TWS credit for all the power it has.

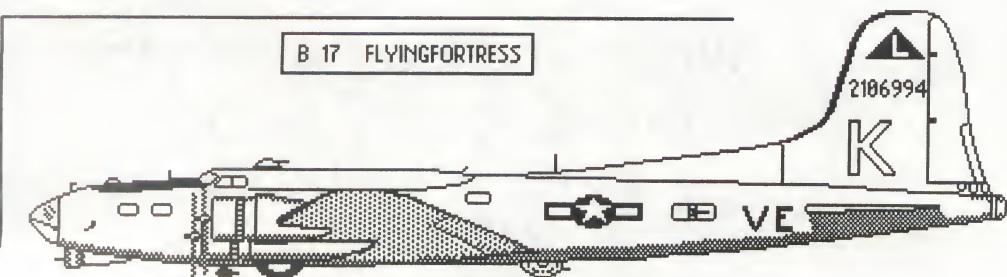
Before I get into that I would like to make it clear that it is very easy to read a directory from within any version of the program, without disturbing the text area you are working on. Just hit CTRL to enter command mode, then 4 or \$ to bring up the directory. RETURN returns you to edit mode and your text. UP ARROW, 1 (el) will get you the BB file (text file) menu, and BACKARROW will get you back to your text if you do not LOAD from the menu. Also, the 128 versions will LOAD a directory into a text area just like an ordinary text file, by using \$ or -\$ as a file name. What follows sounds more complicated than it is, as you'll find out if you fire up your machine, load The Write Stuff, and follow the bouncing ball. You may never need to LOAD a directory into a document, and there may be an even better way to do it, BUT if you run through this once or twice, you'll find you have a handle on some real word crunching power.

A directory is in PET ASCII code and TWS uses screen code, so the text must be translated. For reasons beyond my understanding, the Jim Dandy semiautomatic file translator (SHIFT RETURN on LOAD or SAVE) doesn't work for Tom's gymnastics, so we'll have to use the other method. "CTRL" is the "control" key on the left of the keyboard and "RET" is the return key on the right. Do not type any punctuation except the colon and hyphen in step 3.1. Hit CTRL, then small letter "a".

[ED: Make sure the CTRL key puts you in "Command Mode:" on the top menu line. Mine sometimes fails to make contact and all I end up with is the letter "a" on my screen!]

1. The bottom screen line will say "ASCII Code."
2. Hit CTRL, then small letter "l" (el).
 - A. The top menu line will say "Load:-" (or Merge or Append).
3. "DElete" the hyphen, and type "\$:8" <RETURN>.
 - A. The directory will be spread all over your screen.

B 17 FLYINGFORTRESS



4. Hit CTRL, then small letter "a".

- A. The bottom line will say "Screen Code" as the ASCII directory is translated to proper screen code.

Now, "Search and Replace" to clean up the mess as follows:

5. Hit CTRL, then "SHIFT S".

- A. The top menu line will ask: "Search for:".

6. Hit CTRL, then type small "@aa".

- A. You will get reverse video @aa.

7. Hit CTRL, then type "??".

- A. You will get regular ??.

8. Hit RETurn.

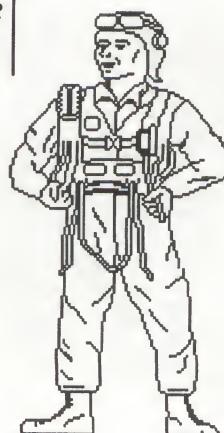
- A. The top menu line will ask, "Replace with":.9. Hit the "BACKARROW" key (upper left corner of keyboard) and RETurn.

MAGIC! AND WONDERMENT!! Everything falls into place and you YOURSELF did it.

The lines may still be a little crooked. If you want them straight, do another Search & Replace. For example, search 3 SPACES and ", and replace 2 SPACES and ". The return marks won't be straight, which really doesn't matter, but you can search 3 SPACES and a BACKARROW, and replace 2 SPACES and a BACKARROW.

NOW! Aren't you proud of yourself?

*The B17 and pilot
were drawn by
Frank Prievo, and
is available from the
club library.
GEOS disk PG 04.*



WRITE ON!

by "Mike" O'Neill, CCCC

It's Spring in Tucson. Each year at this time I wonder how anyone would choose to live anywhere else. This year our weather has proved to be so beautiful, most C-64/128's sit with blank faces crying for company. But for those who are chained to the keyboard, my sympathies and this most welcome explanation of file conversion from Leila Joiner. She writes:

Dear Mike,

Last month a member called me who was having trouble converting text files from Creative Writer to The Write Stuff format on the C128. I thought it might be a good topic for your column, since TWS is capable of converting so many different kinds of files and not everyone may be taking advantage of this feature. My description will be limited to the 128 version because that's all I use at present. Perhaps you can fill in for the C64 people. Regardless of whether you have one or two drives, I'm assuming you have already configured TWS to read and write data to and from the drive of your choice. Place the disk with the files you want to convert in this drive. Press CONTROL, and when you see "Command Mode:" followed by a flashing cursor on the top line, press "4". The screen will change color, and the disk directory will be read and displayed. (If "4" doesn't work, use "\$".)

Now press the SHIFT key. You will see a pointer appear in front of the last file in the directory listing. By holding down the SHIFT key and pressing one of the cursor keys at the same time, you can move the pointer through the files -- "up/down" cursor moves the pointer up, "left/right" cursor moves the pointer down. Move the pointer to the file you wish to convert and press RETURN (still holding down the SHIFT key).

The file will load and you will be presented with a screen showing a list of word processors preceded by a number or letter. These numbers and letters are also listed at the top of the screen. Press the number or letter corresponding to the file type you wish to convert (g for generic, if nothing else applies), and wait. Another screen will appear asking you to choose between PetAsci, True Ascii and Screen Code. In most cases your choice will be the default, PetAsci. Press RETURN and the text will be magically transformed into intelligible characters. But there are still more choices! The next screen asks if you want to "strip extra return marks: Y/N?" Some word processors put return marks at the end of every line, not just at the end of a paragraph. By answering YES you will be reformatting the text and making it easier to read. In most cases the best answer to this is YES. That's all there is to it! Your file is now converted and you can edit or rewrite it and save it as a TWS file (or a sequential ascii file, if you wish).

One more goody: You can "append" files, converting as you go, using this method. Simply load and convert one file, place the cursor at the END of the text on screen, then load AND CONVERT the next file. ONLY THE NEWLY LOADED FILE WILL BE CONVERTED! I think this is a great feature, and has saved me lots of time when converting several small files that I want to combine into one large file. TWS does it again!

Leila Joiner

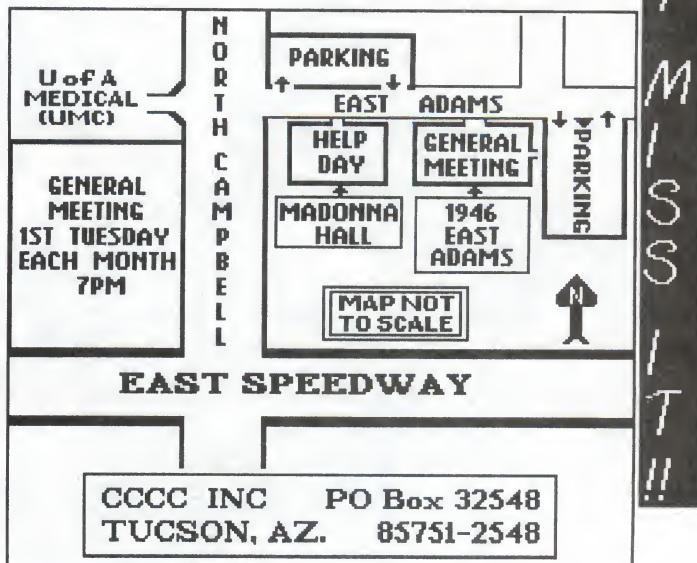
If you are using C=64 and V2.3, the steps to converting non-BB text files, like Easy Script, are . . . Ctrl, l(letter el), delete hyphen, file name, Shift-return. When text is displayed, select "Screen Code" if it looks normal, "Pet ASCII" if lowercase letters are capitalized and letters that should be capitals are in reverse video, and select "True ASCII" if most of the text is in Commodore graphic characters.

Now that file translation has been so simplified, you should have some time to get outside to pull some weeds and plant some flowers, or better yet, climb Pichacho. It's only a two hour climb.

Mike O'Neill

SATURDAY HELP DAY

The C.C.C.C Meetings and Saturday Help Day are at STS Peter and Paul Catholic Church 4 blocks North of Speedway on Campbell.



C64 BASIC Doodles

by Paul Machula, CCCC

Last month we learned a few ways we can change data after it has been entered into an array. One way is to store the data on disk first in a sequential file, and then change it by using a wordprocessor. Another way is to let the computer "compute" on some data before it is actually placed in the array. This month we will alter our program quite a lot. We will set it up preparatory to some new capabilities of manipulating the array directly. First, however, I promised you a "rounding" subroutine. This is necessary because the computer always rounds "down" otherwise, which is really useless for us. I will give you the subroutine below. I also will leave it up to you to figure it out, if you so desire. Really, you don't have to, but you may need it sometime, anyway. Remember, also, if you enter "money" data into our program (now called "setupdatabase") you should only use two places after a decimal point in all entries. It is possible for the computer to accept more, and naturally you should not enter more. There are ways of actually forcing the user to only use two places after the decimal point, but that would mean making changes in our BLINKING cursor GET routine, and I do not wish to complicate things too much. Here's the rounding routine and the other lines needed for that routine.

```

8010 tx=.06*pr:n=tx:gosub8100:tx$=n$  

8020 print:print"Tax- ";tx$  

8025 tt=pr+tx:n=tt:gosub8100:tt$=n$  

8027 print:print"Total- ";tt$  

8050 ow=tt-pd:n=ow:gosub8100:s$=n$  

8099 rem round and format routine  

8100 k=2:x=int(n*10^(k+1)):x$=str$(x)  

8110 ifval(right$(x$,1))>4 then x=x+10  

8120 x$=str$(x):l=len(x$):if l>k+2 then 8160  

8130 n$="0.":if l=k+2 then 8150  

8140 for j=1 to (k+2-l):n$=n$+"0":next  

8150 n$=n$+mid$(x$,2,l-2):goto 8180  

8160 n$=mid$(x$,2,l-k-2)+"."+mid$(x$,l-k,k)  

8180 return

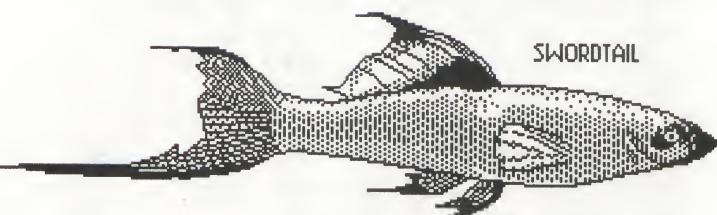
```

Now, let's talk about the new capabilities we can add to our program. What could we add? Here are some ideas: We can make our data entry portion of the program an option. We can make a new option of the ability to change already entered data. We can make a new option of loading an old file. We can make our store-on-disk portion an option. We can also make an option of printing individual records or of printing the entire data. These would all be valuable options.

I am going to list a number of program lines below. Some of them are additions to our "calcdataprogram" (last month's article) program, and some of them are CHANGES. You may wish to ensure you get everything straight by acquiring this month's "Disk Of The Month."



Artwork
Created by
Frank Prievo,
CCCC and is
available from
the Club
Library. GEOS
disk PG 05.



The updated program is called "setupdatabase."

Most of these changes are quite self-explanatory. You should have no trouble grasping the changes introduced. Several major subroutines are being prepared with the changes, but we will not actually develop them yet. Next month we will start in on the load data routine. Prepare yourself well by becoming thoroughly acquainted with all the main loops and routines of our current program "setupdatabase".

There will be a LOT of looping next month.

Be aware that if you run "setupdatabase" the "Enter Data" routine is the only item of the Main Menu that will work at this time (and it works in a rather odd fashion). Also, you will not be able to return to the Main Menu yet. All I have done is SETUP the program for later changes. See if you can anticipate where the new changes will come. Which ones will be easy, and which, not?

```

99 rem main menu routine  

100 print"[clr/home][crsr dn] MAIN MENU"  

102 print"1. Enter Data  

104 print"2. Add New Data  

106 print"3. Change Old Data  

108 print"4. Load File  

118 print"5. Store File  

120 print"6. Print Individual Record  

122 print"7. Print File  

124 print"8. Exit Program  

126 print  

150 input"Function- ";fu  

155 if fu<1 or fu>8 then 150  

160 onfugoto  

1000,2000,3000,4000,5000,6000,7000,7500

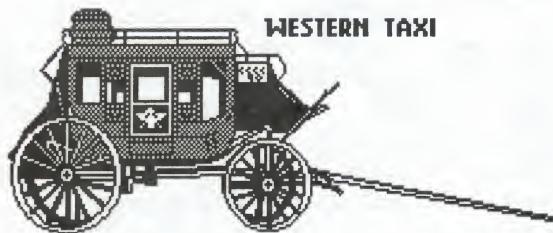
```

MS-DOS COMPUTING

by J. K. Richardson, CCCC

For the next two or three issues of the newsletter, I plan to discuss programming languages: their history, general characteristics, and some comparisons between some specific languages. The languages I plan to deal with in some depth are: Pascal, Icon, Lisp, and Logo. These (and others) are available through PD. I will upload to the BBS or put copies in CCCC library on request. Programming languages are important to us because, of course, they are what tells the computer hardware what to do. While most of us use commercial or PD programs which we have not ourselves written, there may be a case where you wish to write your own programs. For most recreational computer users, BASIC is probably the language of choice since it is easily learned, uncomplicated, and comes along in the DOS package. However, BASIC has its limitations and there may often be a better language for the job. With that in mind, consider now a brief history of programming languages...

The clip art in this article is available from the club library. GEOS disk PG 16.

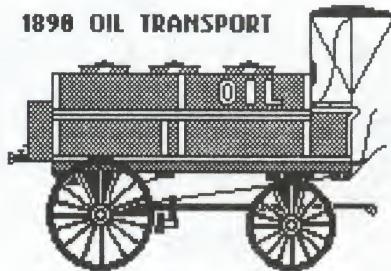


In the distant past of computing (before the mid 1950's) almost all computer programming was done either by physically moving wire connections in the hardware of the computer or later by writing code in machine language. Machine language is code in octal or binary form which directly commands the hardware to perform specified operations. The machine language code refers to machine memory addresses. An example of machine code might look something like: D0 01 50 C4 1D and so forth. This is understandable to the computer but confusing and difficult for the computer user. Somewhat later, symbolic names were added so that these names were used rather than the purely numeric form. This symbolic form of writing code is changed into machine code by a special program called an assembler, so the language is called assembly language. A sample of assembly language might look like: crl R7 addl2 R7,R8 etc. Assembly language is very fast and powerful since it addresses the machine in its own language by manipulating individual bits and bytes within the computer. Some computing tasks can only be

accomplished through this method. The writing of instructions in either machine language or assembly language is referred to as "coding" rather than "programming."

However, assembly language is also difficult to use and another system for communicating with the computer began to be developed. These kinds of language systems are commonly referred to as "automatic programming systems." These are the programming languages we know today, and are commonly called "higher level languages." Automatic programming allows the programmer to use an instruction set that is different from that of the physical computer (remember that the physical computer uses machine language). It does this by changing the higher level language (such as BASIC or Pascal) into assembly language and then into machine language, through use of either a compiler or an interpreter. (I will discuss compilers and interpreters in greater depth at a later date). The early systems were very expensive to use and they slowed down the speed of the machine greatly.

Hundreds of GEOS clip art images are available from the Club Library!



Several much more efficient programming languages were developed in the mid-1950's. The first was Fortran, which was soon followed by Cobol and others. There are literally thousands of programming languages which operate at greater or lesser degrees of efficiency. Some of the most commonly used, besides Cobol and Fortran, are: C, Bliss, Pascal, JCL, Lisp, APL, Smalltalk, Snobol, Prolog, Ada, BASIC, and Modula-2. These languages are usually referred to as "higher level languages."

In closing, I would like to encourage anyone who has not done any programming to give it a try. The BASIC manual which comes with GW-BASIC is quite adequate for reference and instruction. If you are looking for some new territory to conquer, try expanding out to another language. I will be glad to assist anyone in their efforts.

Telecommunicating is great fun and opens up a whole new world of computing. Everything from articles, to programs may be transferred via modem, in fact anything that can be stored on disk!

PC TO PC COMMUNICATIONS

downloaded from Q-Link

Once we get our modems one thing we like to try is calling a friend who also has a modem and communicating with them. There seems to be nothing neater than seeing your friend typing to your screen when they are some distance away!

The problem is that it just isn't as easy to do as calling a network or a BBS. There's a whole new set of rules to go by when communicating with another PC which is not running a BBS program.

First, most programs start out with default parameter settings. This means that if you can you should be running the same communications terminal, or you may not be able to connect if the programs aren't set to the same modem parameters.

Most programs default to 8 bit word length, 1 stop bit, no parity. Most Commodore terminal programs are preset to the above parameters.

The documentation to the program should tell you how to change the parameters or there should be a menu option for it providing it does allow you to change them.

The next thing is to make sure you are both set for the same baud rate. Therefore if your friend's modem doesn't go as high as yours you must set your program to his highest baud rate or vice versa.

The last thing to do before you actually try to make the connection is to make sure you both set your programs for half duplex.

Some terminal programs refer to half duplex as "local echo." Check the program documentation or the menu options to find out how to set your program to half duplex or local echo.

Now you're ready to call your friend! At this point you'd follow the same rules as you would for calling a BBS. Once you hear the carrier tone just hit the return key a few times to establish positive connection.

From here on in you should be able to just start typing! When communicating in this manner it can sometimes be confusing as one of you may start typing to the screen before the other is finished. This will make the letters you type mix with the letters your friend is typing.

To avoid confusion and to make sure that your friend knows you are done typing and awaiting a response, it's a simple process of hitting your return key twice. That will cause two blank lines to show up on both screens signaling the fact that you're done typing.

The next thing you may want to try is sending files back and forth. Running the same program here can be a big advantage since there are so many different types of file transfer protocols. When transferring files timing can be a big problem too so having the same program as your friend can avoid timing problems.

When transferring files the two biggest things to watch for are these. First, make sure you both pick the same file transfer protocol. Most Commodore terminal programs offer both Punter and Xmodem Checksum. Presently Punter is a Commodore specific protocol so if your friend is running an Apple or IBM compatible system, Xmodem would be your choice. There are many different versions of Xmodem but unless the program specifically mentions another type of Xmodem, Xmodem Checksum is what you probably have.

For the most part, Punter has a better error checking routine so if you both have it available it is recommended over Xmodem.

The second thing is to remember is that the person sending the file should always start the process first. The person receiving the file should wait about one second before starting the receiving process.

(continued next page)

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*(from previous page)***MORE ON PARAMETERS**

In order for two computers to communicate, they must be set to the same "parameters". Let's look at the definition of parameter. A parameter is "a line or quantity serving to determine one point, line, figure, or quantity out of a class of such things". With telecommunications we are taking a "quantity serving" to determine "one point" or "figure".

Basically this means it takes a number of bits to make one byte. One byte is the character you see on screen. If each computer understands the "quantity serving" then communication is successful.

In order for each computer to understand the "quantity serving" it must be set up to send and receive certain coding. If it receives coding it can't understand, interaction between the two computers is not possible.

Now what do I mean by "quantity serving"? The quantity serving is made up of the different parameters used by modems in telecommunication. They include baud rate, duplex, parity, word length and stop bits. Let's examine each parameter one at a time.

Baud rate is fairly simple since it only deals with the rate of speed that data is sent. When you are using 300 baud it means that the data is being sent at 300 bits per second. At 1200 baud it is sent at 1200 bits per second.

Duplex deals with the different modes of

"handshaking" between computers. Handshaking is the process of sending data and waiting for the receiving computer to acknowledge its arrival.

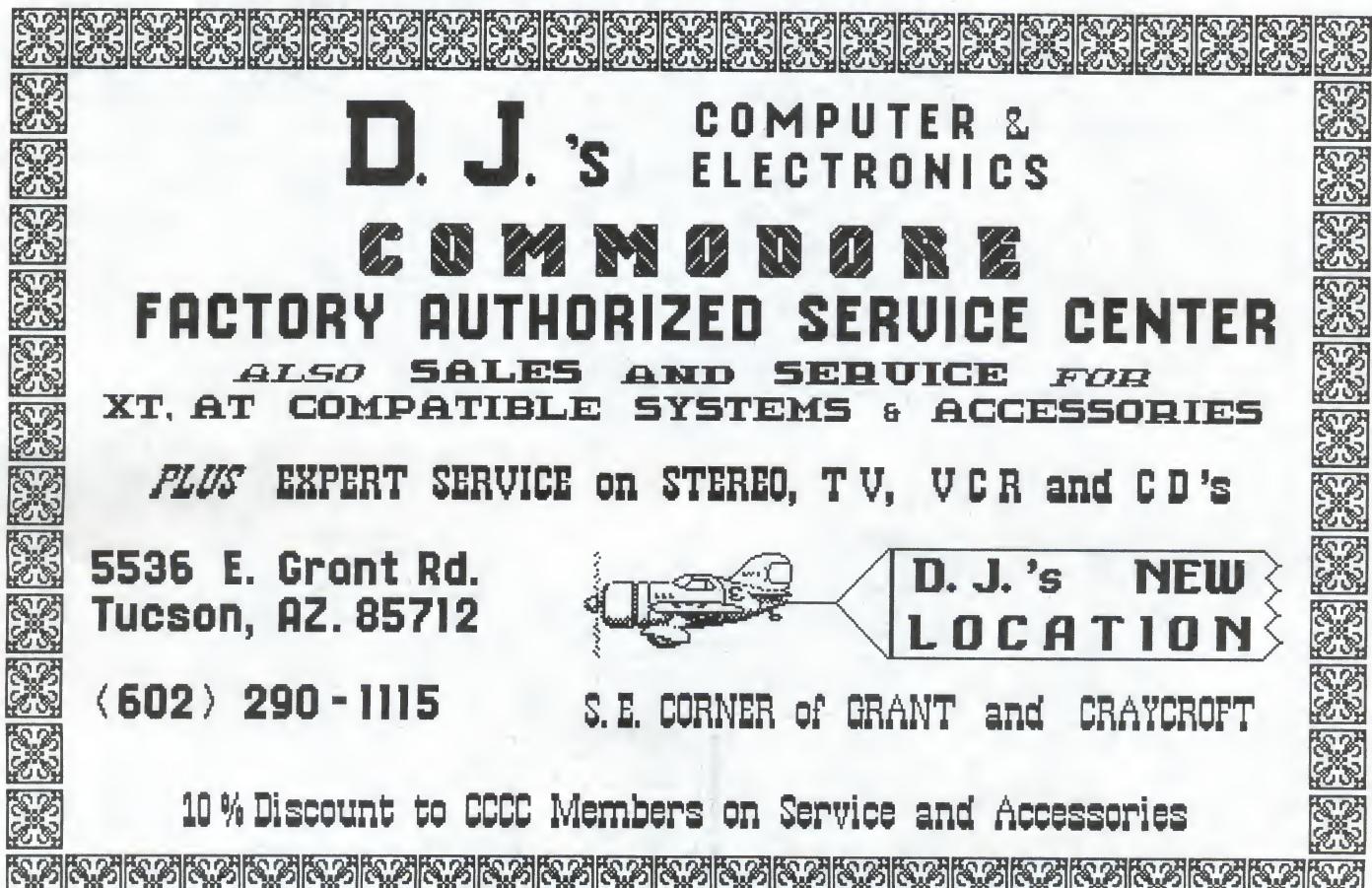
Parity is another method of verifying transmitted data. Some computers send along an extra bit with each byte called the parity bit. This assures that each byte sent is complete. When parity is set to odd, it will add one on bit when the total number of on bits are an even number.

This makes the total number of on bits an odd number. When parity is set to even it will add one on bit when the total number of on bits are an odd number. This makes the total number of on bits an even number. If the parity bit is not used then it's known as no parity.

Word length is fairly simple as it is just the number of bits per byte.

Stop bits, which are also known as nullbits, are required by some computers. These are used to confirm the ending of each byte.

The exact procedure for accomplishing file transfers varies between programs. If you can't figure out exactly how to accomplish something there are many helpful people within the Club who will be glad to give more explicit instructions.



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MULTICOLOR VS HIRES

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by SYSOP WP

QUESTION: What is the difference between Multicolor and Hires formats on the C-64 and C-128 in 40-column mode? Can Graphics Be converted from one format to the other?

ANSWER: The two formats are essentially incompatible, although graphics can be converted from one format to the other with certain limitations. To understand what these differences and limitations are you need to know how these display formats are generated. Some examples of Hires are Doodle, Geopaint, Flexidraw, and OCP Art Studio. Examples of Multicolor are Koalapaint and Advanced OCP Art Studio.

THE COLOR "CARD" OR "CELL" CONCEPT:

Both formats are known as "bit-mapped" displays. What this means is the screen is divided into 64,000 tiny rectangles known as PIXELS, each of which corresponds to an equivalent bit in memory. Any one of these bits can be either on (1) or off (0).

The on bits will be seen as "lit" pixels while the off bits will be unlit. I prefer to think of these unlit pixels as being "transparent" while the lit ones are "opaque".

I'll explain my reasoning for this logic in the next paragraph.

It all sounds simple so far, right? BUT, there's a little catch... Those 64,000 pixels are NOT arranged on the screen as one big grid, but are instead grouped into 1000 CELLS or CARDS, arranged in 25 vertical rows of 40 columns each.

Each one of these cells contains pixels arranged in an 8x8 grid. This adds up to a horizontal (X) pixel total of 320 (8 * 40) and a vertical (Y) total of 200 (8 * 25).

Now for the reason for my analogy to "transparent" or "opaque" pixels. In both the multicolor and hires modes, one BACKGROUND color of the 16 possible colors can be assigned to each of these 8x8 cards. This is the color that will be seen "through" the "transparent" or off pixels. Any

attempt to change one of the pixels in any cell to a new background color will result in the background color in the entire cell changing to this new color.

FOREGROUND COLORS

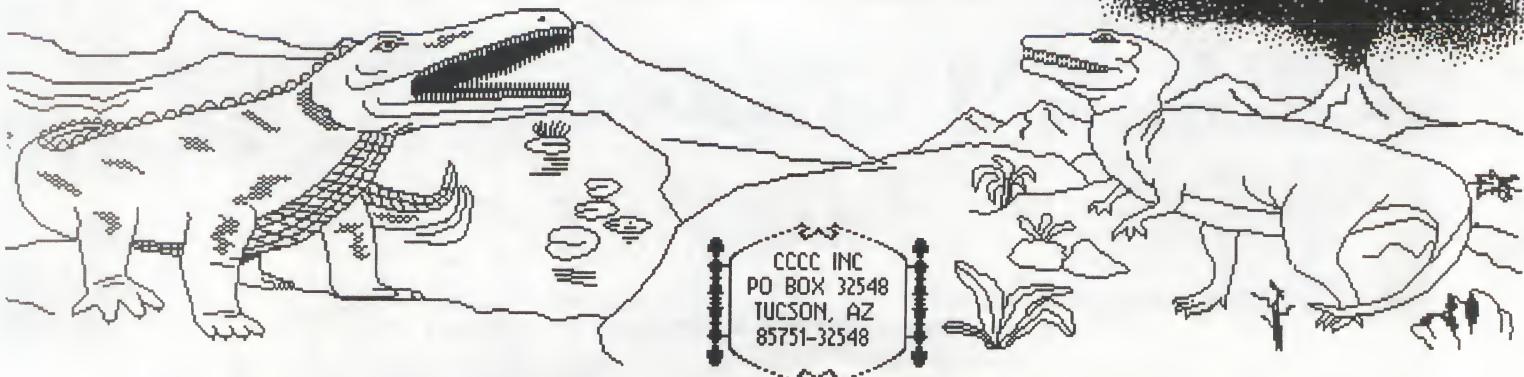
Now here's where the big difference between the multicolor and hires mode shows up, or as one of my former instructors was fond of saying, "Now for the smut Martha". In HIRES, the foreground color (the color of the "on" or "lit" pixels) is subject to the same limitations as the background color. In other words only ONE foreground color may be assigned to each 8x8 card or cell.

Thus, in hires mode, you are limited to ONE foreground color, and ONE background color, for a total of TWO colors per 8x8 cell. Any attempt to change a single pixel in a cell to a new foreground color will, as with the background, result in ALL pixels in that cell assuming the new color. This phenomenon is known as color leakage or COLOR BLEED.

With MULTICOLOR however, things improve a bit. As the name implies, instead of the just the one foreground color, you now have a choice of up to THREE foreground colors per color cell. There is a tradeoff however. Due to the way this color is allocated in memory, foreground pixels are turned on or off in horizontal pairs. These double wide pixels effectively reduce the horizontal resolution per cell from 8 to 4 pixels, effectively reducing the horizontal screen total to 160 (4 * 40) pixels.

Thus, the tradeoff is one of greater foreground color detail with less color bleed at the expense of poorer horizontal resolution. Most artists I might add, usually prefer the greater freedom of color use in multicolor to the greater horizontal pixel resolution of hires.

(continued on next page)



(from previous page)

PROBLEMS WITH CONVERTING

As you can see, this will create a bit of a problem if one wants to convert a graphic from one color mode to the other. When going FROM HIRES TO MULTICOLOR the problem is not quite as severe, since the biggest obstacle to overcome is the poor horizontal resolution due to the "fattened" pixels of the multicolor mode.

Some of the more sophisticated conversion programs can compensate for this difference in resolution and can even give a close approximation of the original hires color scheme without need of much hand editing or "cleanup" of the converted picture. Converting FROM MULTICOLOR TO HIRES however, presents an obstacle that cannot be overcome. Namely, if the multicolor picture is utilizing more than one of the three available foreground colors per cell then all but one of those three colors will be lost. The "solution" utilized by many of the simpler conversion routines is to just transfer the lit pixels (bitmap), and strip all color information from the picture. The increased horizontal resolution may or may not be compensated for.

Some of the more sophisticated utilities may place the original background color into the cells, or allow you to choose a new background color. Many will also allow you to choose a common foreground color as well. Obviously, there's just no way you're ever going to duplicate the richness of color detail of the original multicolor picture in the hires conversion.

To summarize, if fine detail and accuracy of form are more important than total color resolution, you should take advantage of the greater horizontal resolution of hires. If, on the other hand, color richness and detail with minimized bleeding is of tantamount importance, then you should go with multicolor.

As for the limitations of the reduced horizontal resolution, there are many tricks used by the advanced artist to overcome the resultant blocky or "stairstep" effect. I'll be discussing some of these tricks and the accompanying terminology in a future article.

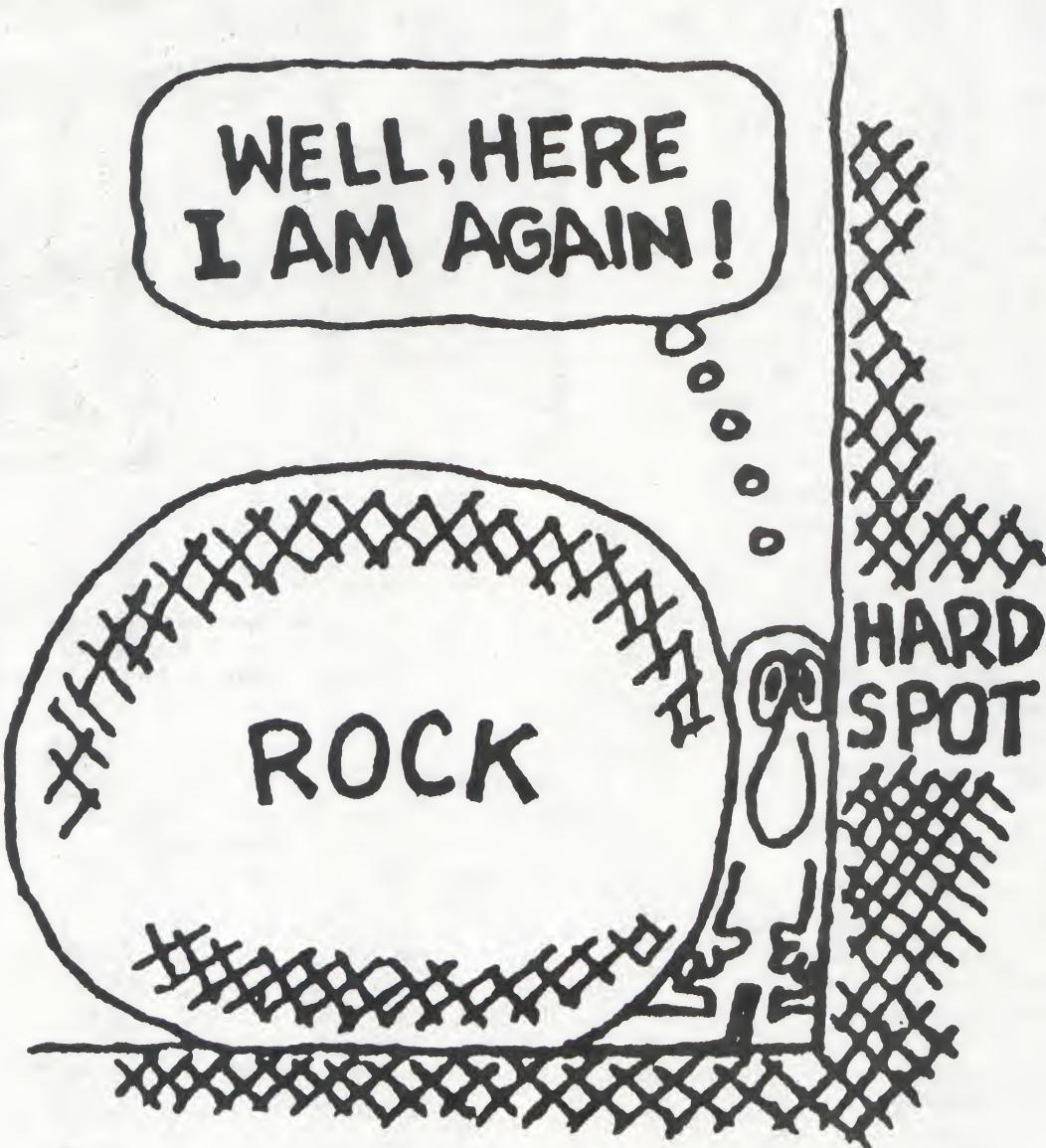


6/3/89
3/89

**CATALINA COMMODORE COMPUTER CLUB
INCOME STATEMENT
For Month Ending April 30, 1990**

	END OF MONTH	YEAR TO DATE
REVENUE:		
Newsletter Member Fees	\$ 210.00	\$1,323.00
Newsletter Advertisement Fees	15.00	
Library Sales Revenue	23.00	299.50
Club Buys	267.00	515.05
Raffles and Auctions	24.00	65.00
Initiation Fees	20.00	170.00
Rental Library Revenue	0.00	
Other Revenue	0.00	
 TOTAL REVENUE	 \$544.00	 \$2,387.55
 EXPENSES:		
Newsletter Expenses	294.51	1,207.15
Library Expenses	0.00	223.00
Rental Library Expenses	0.00	0.00
Club Buy Expenses	281.50	
Raffle and Auction Expenses	0.00	
Meeting Expenses	360.00	
Bulletin Board Expenses	36.00	84.33
Membership Expenses	0.00	37.50
SIG Expenses	0.00	
Saturday Help Day	0.00	
Depreciation Expense	0.00	
Administrative Expenses	10.00	10.00
Other Misc.	0.00	
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Amiga

News



Amiga SIG Minutes

April 21, 1990

Woods Memorial Library

(with Harvill meeting interspersed)

by Macey Taylor, CCCC

The April 21 meeting began (finally!) with about 70 people in and out. It was sprinkled throughout with large quantities of information and hard to verify rumors, some updated the following Tuesday at the Harvill meeting. In both cases, numbers of colors, model numbers, etc. sometimes flew by and on to the next large figure before I could get them written down, and I may have contributed errors because I am not a professional notetaker. It would be nice if people with such info would provide a hard copy to the minutes-taker!

The big news: the A-3000 series and WB 2.0 (not 1.4 any longer) were introduced officially April 24, on which day BYTE was supposed to hit the news stands with a favorable cover story. As of this writing, the new BYTE is not available in the several places I've checked. Amiga World is also slated for a cover story in the next issue. At \$3495 on Saturday and \$3299 (list) on Tuesday for the low end, this 68030-based machine sounds fabulous. The midline (\$3999?) and top end (\$4499?) add additional power and built-in storage. #1: 68030 + 68881, 2 megs RAM, 16 MHz, 15 KHz. #2: add 19 ms 40-meg HD, 25 MHz. #3: 100-meg HD, 68882, 25 MHz, 31 KHz. All come with 2.0, AmigaVision, and A-Rexx. Upgradable to 68040.

Also big news: The long-awaited *Video Toaster* is with the FCC and expected out in July at \$1500. Shown at the National Association of Broadcasters meeting in early April, it made a huge hit. This dandy product will replace \$65,000+ worth of broadcasting equipment, offering video switcher, dual frame buffer, 1000-frame still store, some huge number of colors, 70-ns character

generator, ETC. It allows real-time freeze frame. Once released by the FCC, NewTek plans to ship 4000 units to 1500 dealers and to video dealers reached through the NAB show. Rumors: CBS and NBC buying 40 Amigas each; US Department of Education 10,000 (Don't I hope! At last, they spend our money on something worthwhile...maybe).

Not small news: Ashton Tate porting its wares to the Amiga. Obviously, the credibility in the business world that this will give is great news. Let us hope that companies like Borlund will follow! Disney, which uses 40 Amigas linked to a Sun workstation for final output, has released its animation software for sale (\$199 list; \$119 street). Apple has laid off 1200 more employees. A-MAX (Macintosh emulator) V 2 due out in July, with improved printing capabilities and the much-needed ability to address the hard disk. (Even with four drives, Mac stuff needs, sometimes requires, a hard disk!) The Ventura, CA user group is offering a public domain Mac emulator -- watch for a review here as soon as we can get it. This club's newest member is Madonna, so who knows what will come from there! Applied Engineering has a new drive that almost doubles disk capacity, to 1.4K. This is especially good news for people who do things with speech, which eats up disk space like crazy.

Future meeting times for Saturdays, Woods Library:

May 26: 10:30-12:30

June 30: 10:30-12:45

All Harvill 211 meetings are at 7:30 pm, last Tuesday of the month.

Leila Joiner called attention to the special offers noted in the newsletter, which is available free at Roh's, D.J.'s, both Software, Etc. stores, and sometimes Software City. Michael Mattson announced the imminent second anniversary of the Arts Channel (Cook Cablevi-

sion Ch. 42), which is entirely Amiga-generated and run on a 9-1/2 meg system. In January, they began to show animations. They are adding tape sources, a full AB edit rolling system, so will be doing more animations. To submit your work, contact:

Arts Channel

c/o Pima Community College

2202 West Anklam Rd.

Tucson, AZ 85745

tel: 884-6208, 9:30-4:30 M-F

Dennis McCormick announced May 19 as next Help Day (10:00-2:00 at St. Peter and Paul's). Call Dennis at 292-2275 with questions or to alert him if you are bringing equipment to Help Day.

We had a visitor from Hermosillo, Augustin Wall, who is interested in trying to start an Amiga user group there.

Michael Mattson demonstrated simultaneously his own animation templates, made in *Deluxe Paint III* to benefit us non-artists, and his entry in an animation contest, called "Computer Comics Book 1." The templates are on AMI-SW BBS and may be on the May DOM. They are 4-color low-res outline characters from which you can design your own, in both anim and anim brush format. Using *Easyl* to draw, he based his work on animation books, based on film books, based on the work of Harold Foster. His cartoon, with which he hopes to win a Supra 40-meg HD and LIVE!, runs, flies and talks synthesized in TV Show V 2.0 (which will also play digitized speech). He used *DP III*, *Aegis Audio Studio* and *Soundscape*, working on a 2-1/2 meg A-1000 and adding sound and other effects in real time as he dumped the creation to tape. The cartoon features planes and a blimp chasing a SuperMan-like character. Funny!

David Mattson, age 5, with some help from Pop, demonstrated *The Real Ghostbusters* -- very like the C-64 Ghostbusters, but better, of course. Jules Nickle, age ? but older than David,

demonstrated *Space Ace*, based on the arcade game. Nice graphics. Then back to senior Mattson with a public domain program found on AMI-SW. *Toy Train Simulator* for those who like to play trains (joystick or keyboard) allows you to run trains around track layouts you can design. Can't have head-on collision. Instructions are on disk.

Dale Call discussed and showed a piece of a *Deluxe Video III* production he had made for his church. DV III is totally unlike the original (and the files are not compatible). It is exceedingly user-friendly. It accepts digitized speech, and it has an "unload" command to free memory and let you make longer, talkier movies. It works fine with *Deluxe Music*, *Perfect Sound* and *Future Sound*. Dale advises dumping the work to RAM and running it from there to achieve maximum speed and smoothness. It ties up the ports, so you can't use A-Rexx. I took a demo I had made for TESOL '90 to show at the Harvill meeting, but we had only the A-500 with one drive and not enough RAM to do a two-disk production. I agree with Dale about the friendliness of DV III. I once spent several days on the original, mainly practicing language I didn't know I knew, but I was able to turn out my demo with DV III in an hour or so.

Ken Weaver demonstrated the use of a camcorder and two VCRs to show how you can combine low-priced equipment to imitate some of the features of *Video Toaster* at home. He will bring his system for me to use with my laser disk player and whatever I manage to concoct after taking a two-week course in June on unmentionable brands of computers and porting my learning to a real computer. Ken discussed the relative merits of *Video Titler*, *TV Text*, *TV Text Professional*, *Pro Video Gold* and *Broadcast Titler*. Video Titler, about \$100, is

good for consumer use. TV Text is smoother, better, but doesn't multitask. The other three are about \$300, and more professional. PV Gold is the top of the line, high-res only. Both it and Broadcast Titler take over the computer entirely. Ken said that there are over 600 bit-mapped fonts available (in the world). We have plenty. He compared Amiga product pricing to the other brands, where a genlock costs \$2500-3500 and an overlay card (what's that?) \$300-400. He recommended against Ami-Gen (\$98 street), but said that all others were okay -- you get additional features and quality with more dollars. He uses a SuperGen; the output we saw looked like the output from my Pro-Gen (half the price), but his has useful sliding switches and mine doesn't. He also mentioned the availability of DigiFX's RF modulator for about \$125. In response to a question about synchronizing two tapes, he explained that Video Toaster takes the first input of 4 and locks others to it. Also, a time base corrector is coming.

The Harvill meeting (about 30 in attendance) had updated A-3000, WB 2.0 and other CBM news which Joel Halbert had downloaded practically on his way out the door. Additional info:

Commodore's *AmigaVision*, to be released in May, will list at \$149. This icon and menu-based authoring tool allows easy control of laser disk player in combination with whatever you want to generate or do by computer. I used the beta version briefly in March and found it very user-friendly. I didn't have time to push it very far, but as far as I got, no bugs or crashes. It will read DBase III files.

Much news about networking products. Take your pick from Ethernet, ArcNet, Novell, TCP/IP, NFS, TSF Net, DECNet, X-Windows, Peer to Peer... These will be of interest to business and

some schools, as well as the Department of Defense. Prices given ranged from \$149 to \$349.

More and better monitors, prices unknown to \$799. WB 2.0 uses NeXT 3-D effect, "totally professional," has scalable bit-mapped fonts, font selection includes proportional fonts. WB controls all files -- with or without icons, video slot co-linear with Zorro, 2 Bridgeboard slots (for MS-DOS and UNIX??), touch-screen capability, redesigned Preferences, window background changeable (like Mac tiles), icons can be run in second window.

The Amiga is now GSA-approved, meaning that Federal employees can order it for their desks and buy it at a discount for personal use.

Dennis McCormick manfully demonstrated *Where is the USA is Carmen San Diego*, Broderbund's second in the Carmen series. This is no small chore with one drive! He probably has a bad case of tennis/IBM elbow now.

Disk-of-the-Month April 1990

Roll On: German version of a game and docs. Play with joystick. Push rocks around maze so that you can exit. Has level editor and music.

Rules demo: Courtroom game for 1 or 2. Select defense or prosecution role, one of 3 judges, one of crimes, call witnesses, get testimony, deem it admissible or object to it on ground x and get ruling. Looks like fun. About \$30.

Utilities: New NewZAp. Can edit executable code.

Checkmate: Checkbook program.

Smart Icon: Allows you to iconify any/all windows on screen so that you can get rid of them and just click them back.

Pop Up Menu: New version of program on March disk.

Risk: Compiled version of Parker Bros. board game. Need to rename disk or assign. Nice graphics.

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BUGS RUN AMUCK!
A Review

by Bernie Joiner, La Jolla, CA



The top secret research complex, Alpha II, on Xelos (4th moon of Planet CX.D3a) has been invaded by an alien who is running amuck and laying eggs (a hundred and sixty seven of them to be exact). You, as usual, are the only one close enough to do something about this *INFESTATION*. You are Kal Solar, equipped with only a high tech space suit, some intravenous food, a bit of oxygen and a pulse rifle. Your mission is to kill all 167 eggs by using the cyanide capsules that just happen to be lying around the complex in convenient ten packs. Next, find a way to set the reactor so it'll go critical, thus atomising Xelos and destroying the mother alien. Having set the reactor, you must then make your way back to the surface and press (Esc) so you can be picked up by your orbiting space vehicle before the whole thing blows.



Sound like fun? Well it is. The high speed, solid 3-D graphics are smooth. You have a real-time view of your surroundings with the ability to look up, down, and all around. Your view is from inside Kal's high tech helmet. There is a Heads Up Display which is accessed by

the numeric pad, giving you navigation, mission status, inventory, life support, scratch pad, atmospheric analysis, avionics (oh yeah, while on the moon's surface you can fly around via the MMU, Manned Manuevering Unit), and weapon sights. And yes, you can remove the helmet to increase your view of the beautiful geometric, pastel colored, European style, sci-fi environs created by Jim Bowers. The sounds used throughout the program are excellent. Kal's soft continuous breathing helped keep me from getting lonely in that big empty complex as well as helped warn of any potential health problems, such as asphyxiation, radiation poisoning, starvation, etc.



If you're looking for the big "shoot 'em up", this game may not be for you, but if you'd like a break from the constant stress of loud, fastpaced, neverending, laz gun battles, *INFESTATION*'s the ticket. This does not mean you can dawdle. There are plenty of problems to solve, and you have a limited amount of time in which to complete your mission. However, you do have the ability to lengthen that time if you can figure out a couple of things. I can't say more than that. Finally, Sean Conran's opening music is inspired. It really helps set the big MOOD. Helmets off to programmer Danny Gallagher for whatever magic he tapped into to create this wonderful life-threatening world. Two words of advice, 1: MONITORS and 2: CROUCH.

INFESTATION by Psygnosis, one disk, non-standard DOS, 512k required, joystick and keyboard controlled, color poster (small), list price \$39.95.



NOTE 1: If you want help or hints for *Infestation*, *Dungeon Master*, *Chrono Quest 2*, or *Lost Dutchman Mine*, you can write to me: *Bernie Joiner*

*6633 Electric Ave.
La Jolla, CA 92037*

or if you're in desperate need call 619-459-8069 between 10 a.m. and 10 p.m. west coast time. I screen my calls so talk after the message. Chances are I'm home. Sorry... me no modem.

NOTE 2: If you know how to get into either of the pyramids in *Chrono Quest One*, or how to get out of the train station in *Twilight Zone*, or what I should be doing right, now that I'm standing in front of the Dark Lord fluxcaging my little heart out, please write me. I'm desperate.

NOTE 3: HI MOM

**CLASSIFIED ADS**

FOR SALE: 2 meg Micron Memory Board for A-2000. \$250. Call Tom Galloway, 887-6039.

FOR SALE: Pristine copy of DeluxeVideo II (use for upgrade); \$25 or trade for something you don't want or, if you are knowledgeable, trade for lessons in video-related things. ALSO, FOR SALE OR TRADE: MaxiPlan 500, Organize, Grade Manager, DIGA!, IBM Guide to Operations (book in case), IBM diagnostic software, Digi-Paint, Textcraft Plus. Much of this never unwrapped/used. \$10 off lowest mail order price you can find OBO.

Call Macey Taylor, 326-7265.

Hottest News for June!!!

... and I don't mean the Tucson Temperature. Our "Man-in-the-Street" says watch for Commodore's release of the A2500/40!! Remember, you read it here first. (And if it *doesn't* happen, we never said a word.) - Editor.

COVER STORY

-----Drawing Hands-----

by M. C. Escher

This digitized picture was made from live video using the FrameGrabber from Progressive Peripherals and software. An ordinary camcorder camera was used to provide the video (Radio Shack model 100).

The picture was captured in black & white at 640x200 resolution.

AMIGA NEWS

The Inescapable Tortured Amiga Developer's Syndrome

In 1985, a friend of mine and I had been fed up with merely reading about this amazing new computer that would some day hit the market and from the descriptions seemed as though it would revolutionize the industry for all us users once it was available.

Now, many years later and several thousand Guru Meditation Numbers down the road, we see the Amiga, not so much as "Commodore's Wonder Box," but rather "The Machine Commodore Could Not Kill."

At that long past, highly impressionable time in my hacking career I was certain that this was the wave of the future in computing. This would make the Mac look like that Tinker Toy machine that MIT made that could beat you at Tic Tac Toe. So, with checkbooks in hand, we wrote off to the good folks in West Chester to inquire as to the cost of becoming *Licensed Amiga Developers.* (OOOOOOOH! Impressive!!)

In all honesty, it was the best thing we could have done at the time, and we got lots of info that was not available to the average user at the time. (Like the 1-800 hot line # for developers.)

Up until a year ago, it seemed pretty gloomy for Amiga, and, lest we forget, for developers as well. Now things are looking up Maybe.

The years have passed and now I find myself in the employ of an *Authorized Amiga Dealer.* (OOOOOOH! Scary!!) And now my next meal hinges on Commodore's every blunder.

I have provided this background for you so that you might know that I am not just another Amiga user with a bunch of gossip about what's going on with the Amiga. I may not always be 100% accurate in the nuts and bolts of things, but I will not simply speak out unless I have checked my sources and feel good about the facts as they have been presented to me (whether supplied to me, or stumbled accross).

With the impending release of the Amiga 3000, you may have read half a billion text files and dozens of pre-reviews of the system by now, so let's just see what is in store for the lot of you in the way of surprises from Commodore.

1) The long awaited Workbench 2.0 (1.4, HAHAHA-HA) will be a big plus to those running the few applications which conform 100% to the "Standards" Commodore has set for their developers.



This is a load of silicate scrapings when you take into account that Overscan, HAM, and Extra Half Bright are all examples of code that "Breaks the Rules." I'm sorry, but if you give me a choice between an operating system that runs my current library of software with little or no pain, and one that has its entire 512K Kickstart loaded into RAM as well as not being able to run even Sonix Play files, you can pretty well guess which I will choose. Why, the one that lets me set up a 16 color Workbench with a different pattern for the Workbench window and has a double sized pointer, wouldn't you?

In all fairness, 2.0 *will* be a great operating system. I just think it is too soon to be hyping it or the 3000. What possessed Commodore to do such a thing? Not the Macintosh FX! Not the flood of 33Mz i486 machines on the market!! Not the fact that the first two syllables in their name are *commodore*!!!

The official word from Commodore is that nothing is compatible with 2.0. This little note is an expediency to cover their collective butts and keep from disappointing all of us who have over a thousand dollars invested in software. Don't hold your breath for 2.0 on the 500, either.

On the other hand, we have Amiga Vision. This, when compared to earlier Commodore produced software (Graphicraft, Textcraft and the ever popular P.C. Translator), is the kind of major leap forward that can only happen when somebody is driven by a great vision and understands both the user and machine in equally large amounts. Amiga Vision is a presentation authoring system which has a very simple user interface and a bunch of really useful features built in, such as the drivers for both Panasonic and Sony laser disk players and touch screen driver as well.

Amiga Vision has the ability to unleash the untapped potential of the masses from both the user's and programmer's end of the spectrum. The ease with which interactive multimedia presentation software can be assembled is astounding. One need only know how to use a mouse and, zip zap zowie!, you are an ace programmer! (Imagination not included, see package for details.)

There have been a lot of articles comparing Amiga Vision to the program CanDo by Inova-Tronics. Don't let these confuse you as to the power of CanDo, you can write Amiga Vision (or a program very much like it) with

CanDo, but not the other way around.

A time line is defined on the screen in the verticle column and concurrent events flow left to right across the screen on a grid upon which icons are placed. These icons are spread out along the bottom of the window and each has a function, well-defined by its appearance, such as a pair of lips for the speech, a piano keyboard for SMUS music files and even logical control commands like GOTO, IfThen and IfElse.

Once you select an icon a requester appears for you to inform the program as to which image, sound, data, module or subroutine you are going to use. Modules are a collection of subroutines and can be strung together so as to allow modular programming. This can save time and memory if you work at it and also lets you update the different subjects in a given presentation with ease.

Of all the things Commodore showed us at their "Multimedia Live!" presentation, this was the most impressive, and well worth braving the drive to Los Angeles to see. That, and the introduction by 'professor' Erwin Corey, were the best parts of the show.

In all fairness to Commodore, 2.0 is an excellent step in the evolution of the Amiga, and the thrust toward the Multimedia market, the only market we have

had tied up since day one, is long over due. Commodore has finally come to its senses and decided to stop competing against the IBMs (International Batchload Mentality) for the type of brain-dead number-crunching applications that a mono-tasking, lobotomized machine is best designed for.

I predict that we will see some changes in the market over the next three years that will surprise a great number of people in the industry. The IBM market will remain pretty much unchanged with the exception of its use in video, multimedia and animation. The Macintosh will find fewer and fewer markets in which it dominates and, truth to be told, it may fall to the wayside in the next fifteen years. (\$6000 for a MacIIcx and then you have to buy a keyboard and video card as well??)

My money is still on Commodore. For all their flaws, they continue to improve and grow. Now if we could just do something about

The Dreaded Mail Order Paradox.

Edward Anderson is now working and living in San Diego, CA under the guise of a mild mannered Amiga Salesman. In truth he is actually a Fanatical Amiga Salesman.

Special thanks to Randy Pippin for the use of his machine and his ability to see the sticky spots in my writing. Also thanks are going out to CBM for not giving up and forging ever forward, into the future ... and beyond

WELCOME
to our two new contributors from Southern California.

Ed Anderson is an Amiga Developer who also sells Amiga hardware & software. Ed will hopefully be furnishing us with all the latest poop from Commodore.

Bernie Joiner (a.k.a. my son) is an artist, videographer and sound designer who has recently discovered the joys of Amigadom. Bernie has offered to become our in-house game reviewer.

THANKS, GUYS!

The Amiga MailBag

by Leila Joiner, CCCC

Accolade
550 South Winchester Boulevard
Suite 200
San Jose CA 95128
(408) 985-1700
(408) 246-0885 FAX

.... announces "Jack Nicklaus' Unlimited Golf & Course Design" for the Amiga, IBM and Tandy computers. "Described as the complete golf experience, containing all the realistic elements of championhiop play as well as all the tools needed to easily design challenging and visually stunning holes and courses," this golf simulation and course design program will be available for the Amiga in July, 1990; list price, \$59.95.

*Data East/Draconian
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San Jose, CA 95131*

.... is offering Drakken, the Ultimate Software Fantasy Adventure for \$49.95 and Chamber of the Sci-Mutant Priestess for \$39.95 (\$10 off list price for User Groups).



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PUBLISH IT!

By Timeworks,
reviewed on an Amiga 2000
with A-MAX and 3 megs of RAM
and on a Mac II.

By Macey Taylor, CCCC

I apologize for having this program so long before reviewing it. I must have known subconsciously that it was not going to be fun. However, it would have been even less fun if I had done it earlier before I got the extra RAM and learned how to use this memory on the A-MAX. The first step I now take with any new Mac program is to set up the RAM disk and transfer the program to it. In this way, if/when it crashes, all I have to do is click on restart and press F1 to be back in business, and I don't have to worry about corrupting a disk because of files left open (you cannot take a disk out of a Mac without selecting "eject" or "shutdown" without such risk).

The first manual (there are three) contains an insert (found in the back, where I didn't see it until I went to the index) which warns that PUBLISH IT! is incompatible with Vaccine 1.02 and that work cannot be saved while this virus checker is resident. It seems also to be incompatible with the shareware anti-virus program installed in my system, for every attempt to save resulted in a crash.

This problem affects the thoroughness of my review considerably. My intention had been to make a bunch of samples at home and take them to school to print -- since one of the main things anyone wants to know about a page layout program is what the output looks like on various printers. Having found out so quickly that this would not be possible unless I found out how to remove the anti-virus program (and wanted to), my interest in this program plummeted. No way I'm going to go to school, wait and wait, and then sit there unable to leave the one Mac we have for a minute lest I lose it -- until I have tried all the features!

So, what I have found at home and with one quickie at school is that I would not buy this program. The things I don't like about it are:

1. It is a box-dependent program. This is typical of DTP programs, but one of the many reasons I like PageStream is that it is not. All DTP programs should allow text objects, in my opinion. (One of the features of PS that I most enjoy is the ability to type any old place, drag my text around, resize and reshape it as I please, etc.) Because of the way the manual is written, the information that you have to make a box to put text in does not appear until page 3-8 (real page 24).

2. It sometimes beeps when the user makes an error. All the time would be more helpful. Fortunately, turning the volume down gets rid of this entirely.

3. The diagram of tools is found only inside the front cover of manual #1 and the diagram of quick keys in manual #3. I would like both of these separate to put by the keyboard since there are MANY of each. The large number of drawing tools would be helpful to the artistically talented.

4. It took considerable trial and error to make the graphics import command work. The directions are not correct or adequate, and the sample file specified in the tutorial as "map" was not listed in the disk directory when I finally figured out how to access that folder. (There are four disks to look through.)

5. I was unable to make the graphic cropping tools work.

6. The program assumes the Imagewriter printer. Eventually, I tracked down brief mention of "choosing" a printer (not in the first manual, but on page 4-8 of manual #2 and then on page 2-2, indexed as "selecting") before you begin because there are various composition differences depending on choice of printer. Since this is something the user should do first, the information should come right after the instructions for booting up. I would hate to lay out a whole document and then discover that printing it changed it considerably.

7. I really don't like to have to search through three manuals to find specific information. I can understand having two, one a tutorial which can be discarded after the user learns his way around and a complete manual for permanent use, but three is too many. No computer user has that much clear desk space, certainly not a DTP person!

The remaining problems I had were Mac problems -- how do I know what graphics format a picture is in?! I just chose "all paint" and didn't find any reason given for the other options. I cannot fault the manual for assuming more Mac expertise than I have, but I do think Timeworks could give you some indication of what formats the supplied files are in.

The program seems to do (or claim to do) all the usual DTP things possible on the Mac. I was unable to try out the 7 colors possible since I did not have access to a colored-ribbon Imagewriter.

One thing I appreciated is a list of "design tips", none of which is particularly original but all of which are good reminders. People who are first computer nuts, then printer nuts, then eventually DTPers, especially those who like to write and usually have too much copy, (= me) tend to violate many of these guidelines. These 12 suggestions for making things look better make a handy checklist.

I will continue to try out PUBLISH IT! when the computer room at school is again open regular hours, for I am curious to see just what one gets for the Mac at this price. I don't know anybody who uses PUBLISH IT! for that machine, but it is popular on the aged IIe. If I had something like this for the C-64/128, I would be very happy, for it seems much easier to use and more professional than any of the DTP programs I have tried.

Summary: Since most of the Mac users I deal with work for non-profit organizations, they should find Aldus's offer of PageMaker at \$125 a better buy.

Let the editor know if you want to read any more findings.



VOTE!

Catalina Commodore Computer Club, Inc., Tucson, Arizona
Official Ballot for June 1990 Elections

Instructions: Complete and either

1. Bring to the meeting and deposit in the ballot box, or
2. MAIL TO: CCCC Inc. (ATTN: Ballot)
P.O. Box 32548
Tucson, AZ 85751

Mailed Ballots MUST be received by 5p.m., June 6, 1990.

PRESIDENT (Vote for One)

Warren Talbot
 (Write In) _____

SECRETARY

Bob Holdcraft
 (Write In) _____

MEMBER-AT-LARGE (Vote for Three)

Frank Prievo
 Ken Williamson

VICE PRESIDENT

Frank Traverson
 (Write In) _____

TREASURER (Vote for One)

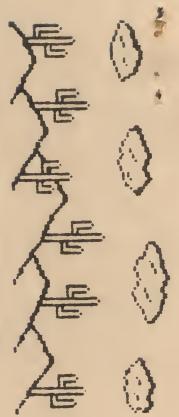
Bob Clausen
 (Write In) _____

Tom D'Angelo

(Write In) _____

YOUR NAME and MEMBER NUMBER MUST APPEAR on MAIL-IN BALLOTS to be COUNTED. When counted, these ballots will be checked off against a master roster. Ballots will be accepted from members in person at the June 6th meeting as their names are checked off against the roster. ONE VOTE PER PERSON---

BUT DO VOTE!!



TUCSON, ARIZONA

CATALINA COMMODORE COMPUTER CLUB, INC.

**VOLUME 8 NEWSLETTER
NUMBER 6 - JUNE 1990**

**
IMPORTANT
**

* GENERAL MEETING - June 5, 1990
St. Peter & Paul Catholic Church
On Campbell 4 blks N of Speedway
7 p.m. - Out NLT 9:30 p.m.

* SATURDAY HELP DAY - June 16, 1990
St. Peter & Paul Catholic Church
Madonna Hall
10 a.m. - 2 p.m.

* **EXECUTIVE BOARD MEETING**
(All Members Welcome)
June 12, 1990 — 7:30 p.m.
Devon Gables Home
6150 E. Grant Road

MARK YOUR CALENDARS !

MEMBERSHIP RENEWAL
ADDRESS CHANGE

Attn.: Membership Chairman P.O. Box 32548, Tucson, AZ 85751-2548

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STREET:

CITY:.....STATE:.....ZIP:.....

Mode: (.....) selber !.....

RENT CHECK PAYABLE TO 6000, Inc. FOR \$15.00 FOR MEMBERSHIP RENEWAL

Catalina Commodore Computer Club
P.O. Box 32548
TUCSON, ARIZONA 85751-2548

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TUCSON, AZ 85715

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CALL FRANK PRIEVO, 574-0145